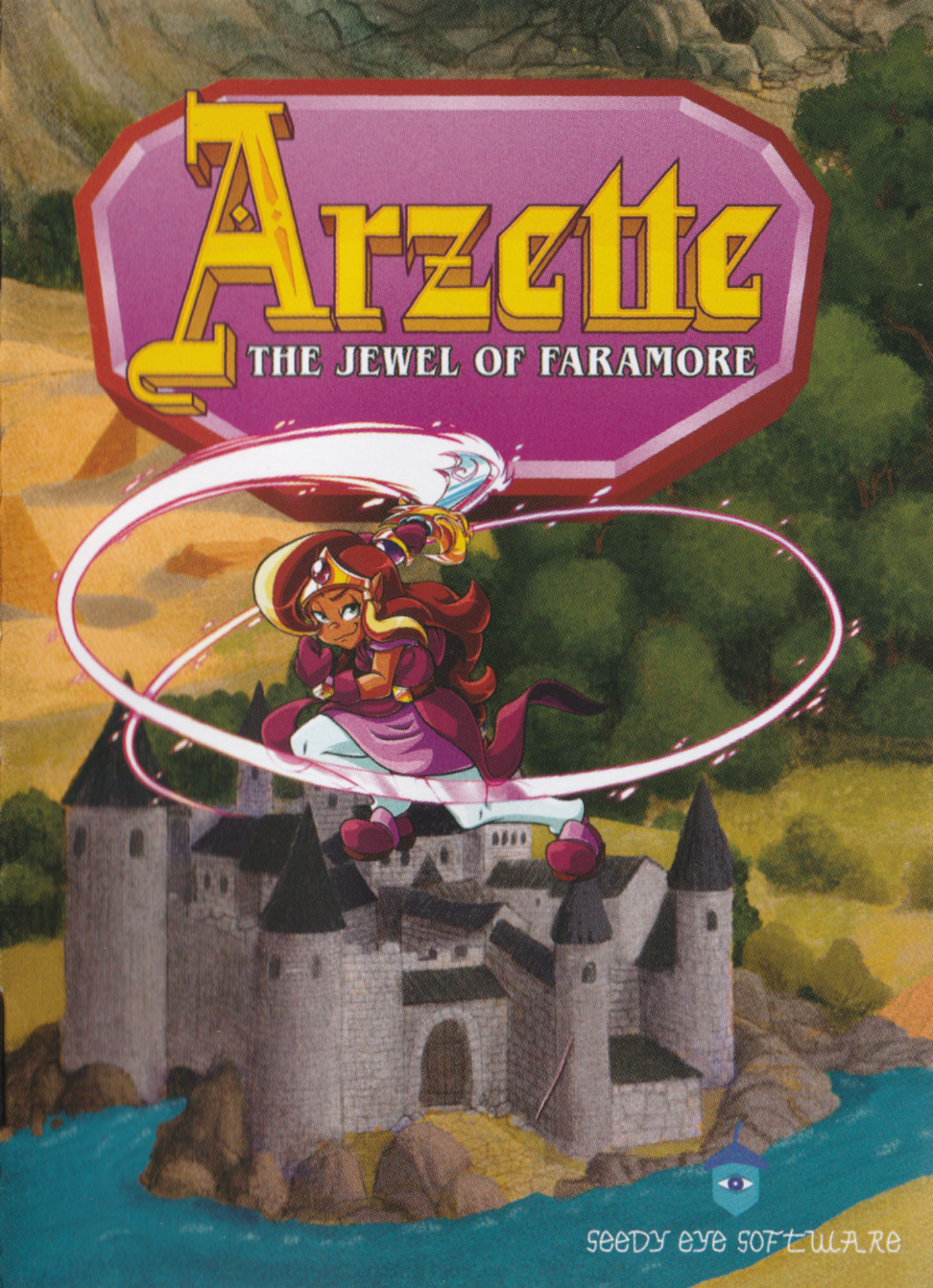

Arzette
THE JEWEL OF FARAMORE
Seedy Eye Software

STORY

Ten years ago, the Kingdom of Faramore was under siege by the evil Demon King, Daimur. Dark power consumed the land, with hope fading from the hearts of the people. After many hard battles spearheaded by the King and his royal advisor, Wogram, Daimur's forces were eventually repelled. The way was finally cleared for Princess Arzette and an unlikely hero, Dail, to confront the Demon King. After cornering Daimur, they succeeded in trapping him inside the Book of Oakurin, a magical prison sealed with the Jewel of Faramore.

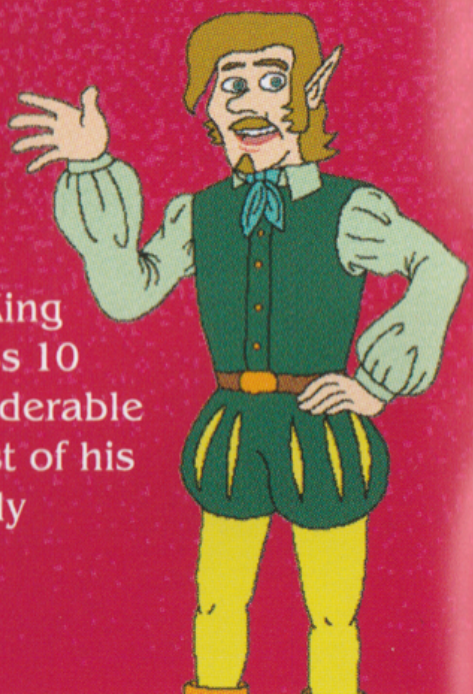
A period of peace ensued; Dail retired from adventuring and Arzette continued to hone her skills. Unbeknownst to all, a sinister plot was set in motion to free Daimur, unfortunately resulting in his return. Arzette, now more capable than ever, enthusiastically steps up to stop the Demon King. It's up to her to dispel the evil fog that envelops the Kingdom, defeat Daimur's minions, and restore the Jewel of Faramore so that she can end Daimur's diabolical deeds once and for all!

CHARACTERS

HEROES

Arzette Rahklin is the good natured, fierce, determined hero in a slightly strange world. She is the Princess of the Kingdom of Faramore, and heir to the Rahklin family throne. Skilled in sword fighting and magic, she and the unlikely hero Dail worked together to vanquish the evil Demon King Daimur 10 years ago. Arzette wants to help everyone she can and is conflicted on how best to serve the Kingdom once the crown passes to her.

King Arnor Rahklin is the gentle, kindhearted King of Faramore in his twilight years who loves both food and cigars. He is too quick to trust others, a hard lesson learned after enduring the treachery of Duke Nodelki. He hopes to pass on much of his wisdom to his beloved daughter Arzette while he can.

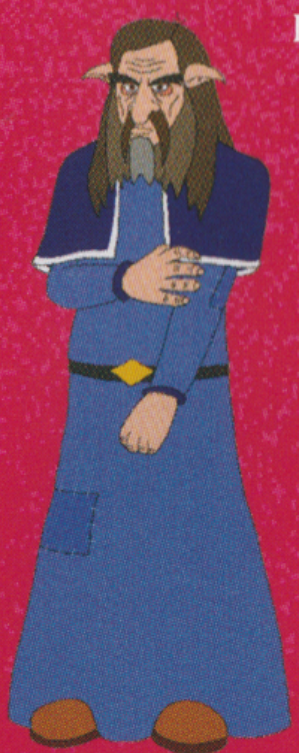


Dail is the unlikely, goofy bard of a hero who, by sheer luck and gumption, conquered the Demon King Daimur with the help of the Princess 10 years ago. He retired with his considerable adventuring spoils to spend the rest of his days in the royal castle, occasionally entertaining the King.

Wogram is the King's royal advisor. A master of magical combat and strategy, he led the siege on Daimur's castle 10 years ago. He trained Arzette in sword fighting as well as the art of magic. Despite his prowess, he is a bit aloof.

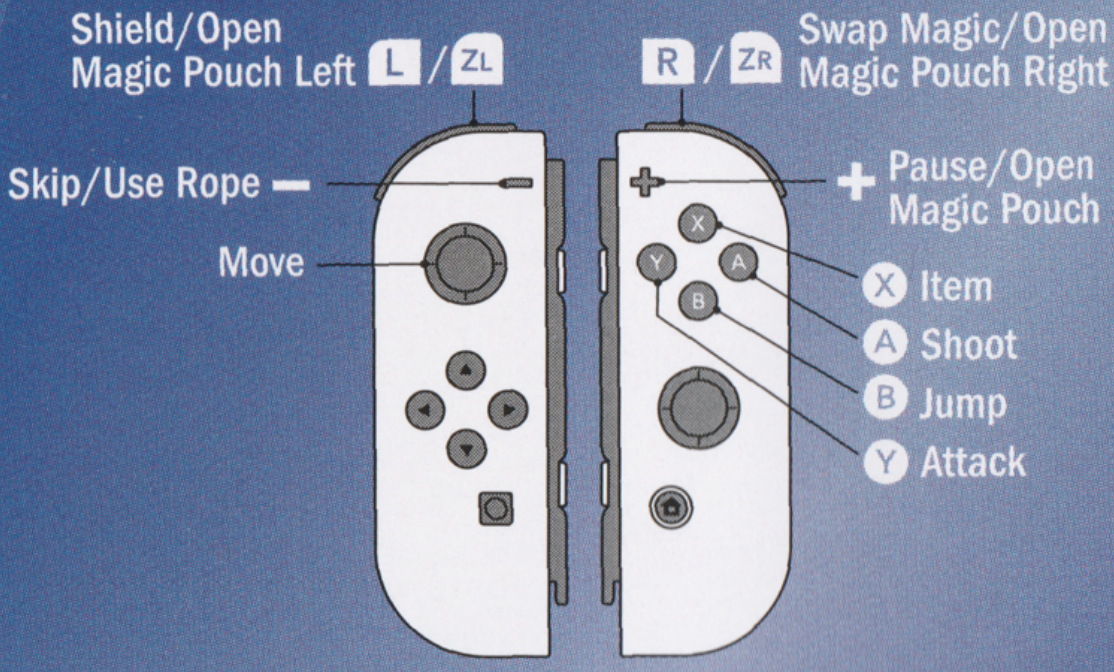
VILLAINS

Daimur is an evil Demon King who will stop at nothing in his wicked quest to conquer Faramore. His previous attempt 10 years ago was thankfully thwarted by Arzette; trapped in the Book of Oakurin, which was sealed with the Jewel of Faramore, his escape was thought to be impossible. If only that were true....



Duke Nodelki is the traitorous, disgraced former Duke who has spent the last 10 years doing hard labor in the Kingdom's strongholds. He betrayed Faramore by handing over Amelog, the island of his rule, to Daimur in hopes of winning his favor. He may have had a hand in Daimur's return....

CONTROLS



Nintendo Switch is a trademark of Nintendo.

MOVE: Directional buttons/Left stick

Move left or right to start running. Pressing up will open doors and passageways as well as climb ladders. Hold down to start crouching. If you move left or right while crouching, you can do the duckwalk! This old trick gets you into tight spaces.

JUMP: B button

Press the jump button to leap and jump into action!

ATTACK: Y button

Press the attack button to swing your sword. Hey, you have a smart sword! It only hurts those that aren't friendly; use it to interact with the world, collect items, and speak to friendly faces.

ITEM: X button

Press the item button to use items that are currently selected. You can see which item is currently selected in the top right corner of the screen.

SHOOT: A button

At some point in your adventure, you may come across an item that allows you to shoot projectiles. This button will allow you to do so.

PAUSE/OPEN MAGIC POUCH: + button

Press the magic pouch button to open your magic pouch menu! This pauses the game and opens the item screen. You can select items here to use with the item button later. By navigating left and right, you can find the quest screen where you can view various details about your quest as well as the options screen which lets you choose various options.

Press the magic pouch button again to close the menu and resume the game.

SHIELD/OPEN MAGIC POUCH LEFT: L / ZL

You may find a shield that protects against projectiles during your quest. Press and hold this button to activate it.

When the magic pouch is open, press this button to navigate left between the item, quest, and options screens.

SWAP MAGIC/OPEN MAGIC POUCH RIGHT: R / ZR

You'll come across different types of magic on your journey. Pressing this button allows you to switch between magic types! When the magic pouch is open, press this button to navigate right between the item, quest, and options screens.

SKIP/USE ROPE: — button

This button allows you to skip cutscenes and various prompts. Additionally, if you come across any escape rope, pressing this button will allow you to use it.

YOU BETTER GET GOING!

After starting the game, you can begin a new quest with two difficulty options. More difficulty options are available after you complete the game for the first time! The two options are:

NORMAL MODE: The default difficulty. A moderate challenge designed to please those who are experienced with action platformers.

CASUAL MODE: An easier difficulty for those who just want to focus on the story. Enemies and bosses have less health, and health refills are dropped by enemies and scattered around the world.

Be warned that once you select a difficulty, you can't change it later!

After selecting your difficulty, you'll view the opening scenes and be given a brief tutorial. Afterwards, it's time to start your quest!

Navigating the World Map

You are well-versed in the art of teleportation magic. From the world map screen, you can choose to go to levels that are open to you (see "Exploring the Land" for more info).

This screen also tells you current item collection totals as well as indicates levels that need to be explored with an exclamation point above them.

Striking Conversation

You have a smart sword, which means slashing at friendly folks doesn't hurt them; it makes them talk! Be sure to talk to as many Kingdom people (and friendly creatures) as you can with a well-meaning sword swipe.

Exploring the Land

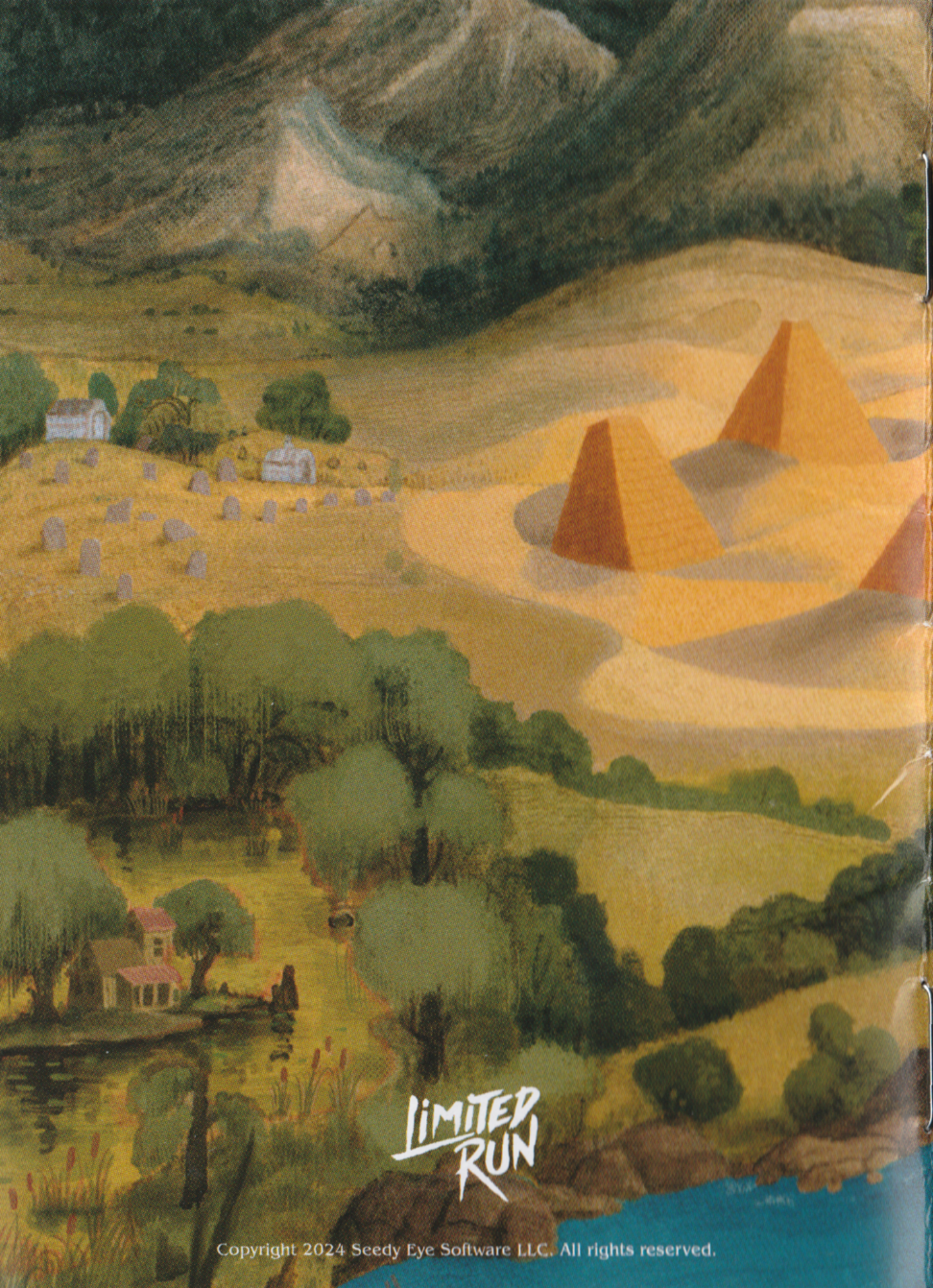
After selecting a level to visit, you may find it infested with Daimur's evil creatures. Use your sword fighting skills and items to dispatch them! You have a limited number of life hearts so don't get hurt. If you get hurt too many times, you'll be destroyed; thankfully, you start off with a new lease on life at either a checkpoint or at the beginning of the area you started in. Explore a level to its fullest to find all the secrets it hides. You might even be able to find more life hearts!

A dark fog envelops the Kingdom of Faramore. Only the Sacred Beacons, once lit, will clear away the fog and open new lands to explore. Be on the lookout for them in the levels available to you and strike them when you see them!

Collecting Rubies & Visiting Mortar's Shop

Enemies will drop rubies, the favored currency in Faramore, upon their defeat. Pick these up by touching them or slashing at them to add them to your magic wallet.

The shopkeeper, Mortar, operates in Faramore Town. He provides an assortment of items for sale that are necessary for your quest's success. His inventory will expand as you explore and become better-equipped, so be sure to drop by Mortar's shop regularly.



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